<u>**AMENDMENTS IN THE CLAIMS**</u>

1-25.   (canceled)

26.   (canceled)

27.   (currently amended) A method of playing a game of bingo comprising:

designating a set of potential numbers for the game;

designating a plurality of subsets of the potential numbers for the game;

associating each of the plurality of subsets with at least one bingo card column;

providing at least one bingo card to at least one player, the bingo card including a plurality of spaces, the spaces being arranged in a matrix of rows and columns, wherein each of the spaces contains either a number from the subset of numbers associated with the column in which the space appears or a free space indicator;

~~selecting at least one number at random from each of the subsets of the potential numbers for the game as a diamond symbol number;~~

designating at least one first pattern of spaces on a bingo card as determinative of a winner of the game, wherein the pattern includes at least a column of spaces on the bingo card;

providing at least a first set of colors;

associating each of the first set of colors with a win enhancement value;

associating at least one of the first set of colors to at least one column <u>without regard to the associated subset of potential numbers for the at least one column</u>;

repeating the process of selecting numbers at random from the set of potential numbers for the game until the game ends;

paying the at least one player a win value if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, and if the pattern formed by the matching numbers matches the at least one first pattern designated as a winning pattern; and,

paying, in addition to the win value, a first bonus to the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers and if the pattern formed by the matching numbers matches the at least one first pattern designated as a winning pattern, wherein the value of the first bonus equals the win enhancement

value associated with the color associated with the column in which the win occurs.

28. (previously presented) The method of claim 27, further comprising:

selecting at least one number at random from each of the subsets to serve as a win enhancement activator; and

paying the at least one player the first bonus only if the pattern formed by the matching numbers contains at least one win enhancement activator.

29. (original) The method of claim 27, further comprising:

designating at least one second pattern of spaces on a bingo card as determinative of a winner of the game, wherein the second pattern includes at least a row of spaces on the bingo card; providing a set of graphics;

associating each of the set of graphics with a win enhancement value;

associating at least one of the set of graphics to rows on the bingo card; and

paying a second bonus to the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, and if the pattern formed by the matching numbers matches the at least one second pattern designated as a winning pattern, wherein the second bonus equals the win enhancement value associated with the graphic associated with the row in which the win occurs.

30. (previously presented) The method of claim 29, further comprising:

selecting at least one number at random from each of the subsets to serve as a win enhancement activator; and

paying the at least one player the second bonus only if the pattern formed by the matching numbers contains at least one win enhancement activator.

31. (previously presented) The method of claim 29, further comprising:

selecting at least one number at random from each of the subsets to serve as a win enhancement activator;

paying the at least one player the first bonus only if the pattern formed by the matching numbers contains at least one win enhancement activator; and

paying the at least one player the second bonus only if the pattern formed by the matching numbers contains at least one win enhancement activator.

32.   (original)   The method of claim 27, wherein the first pattern of spaces includes a pattern of contiguous spaces on the bingo card.

33.   (original)   The method of claim 32, wherein the first pattern includes a column of spaces on the bingo card.

34.   (original)   The method of claim 29, wherein the second pattern includes a pattern of contiguous spaces on the bingo board.

35.   (original)   The method of claim 34, wherein the second pattern further includes a horizontal row of spaces on the bingo board.

36.   (original)   The method of claim 29, wherein the first pattern or the second pattern includes a diagonal pattern of contiguous spaces on the bingo card.

37.   (original)   The method of claim 27, wherein the first pattern includes noncontiguous spaces on the bingo card.

38.   (original)   The method of claim 27, wherein the random numbers are generated by selecting a ball having a number printed on it from a plurality of balls.

39.   (original)   The method of claim 38, wherein the bingo card is maintained and displayed electronically by a card tending device.

40.   (original)   The method of claim 39, wherein the number associated with the randomly selected ball is manually entered into the card tending device by the player.

41.   (original)   The method of claim 39, wherein the at least one bingo card is marked by

the player interacting with the card tending device.

42.   (original)   The method of claim 27, wherein the at least one bingo card is maintained and displayed electronically by a card tending device.

43.   (original)   The method of claim 29, wherein the random numbers are generated by a computing device and communicated to the card tending device.

44.   (original)   The method of claim 27, wherein the win enhancement value is a progressive prize.

45.   (original)   The method of claim 44, wherein the progressive prize is incremented at an accelerated rate.

46.   (original)   The method of claim 44, wherein the progressive prize is incremented to reflect live updating of the prize amount.

47.   (original)   The method of claim 27, wherein each of the columns is assigned a unique color.

48.   (original)   The method of claim 27, wherein at least three of the columns are assigned the same color.

49.   (original)   The method of claim 27, wherein at least the column closest to the middle of the matrix is assigned a unique color.

50.   (original)   The method of claim 29, wherein each of the rows is assigned a unique graphic.

51.   (original)   The method of claim 29, wherein at least three of the rows are assigned the same graphic.

52.   (original)   The method of claim 29, wherein at least the row closest to the middle of the matrix is assigned a unique indicator.

53-54. (canceled)

55.   (currently amended) A method of playing a bingo game, comprising:

designating a set of potential numbers for the game;

designating a plurality of subsets of the potential numbers for the game;

associating each of the plurality of subsets with at least one bingo card column;

providing at least one bingo card to at least one player, the bingo card including a plurality of spaces, the spaces being arranged in a matrix of rows and columns, wherein each of the spaces contains either a number from the subset of numbers associated with the column in which the space appears or a free space indicator;

~~selecting at least one number at random from each of the subsets of the potential numbers for the game as a diamond symbol number;~~

designating at least one first pattern of spaces on a bingo card as determinative of a winner of the game, wherein the pattern includes at least a column of spaces on the bingo card;

providing at least a first set of colors; ~~associating each of the first set of colors with a win enhancement value;~~

<u>associating each of the first set of colors with a win enhancement value;</u>

associating at least one of the first set of colors to at least one column <u>without regard to the associated subset of potential numbers for the at least one column;</u>

designating at least one second pattern of spaces on a bingo card as determinative of a winner of the game, wherein the second pattern includes at least a row of spaces on the bingo card; ~~providing a set of graphics;~~

<u>providing a set of graphics;</u>

associating each of the set of graphics with a win enhancement value;

associating at least one of the set of graphics to rows on the bingo card; and

selecting at least one number at random from each of the subsets to serve as a win enhancement activator;

repeating the process of selecting numbers at random from the set of potential numbers for the game until the game ends;

paying the at least one player a win value if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, and if the pattern formed by the matching numbers matches the at least one first pattern designated as a winning pattern;

paying, in addition to the win value, a first bonus to the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, if the pattern formed by the matching numbers matches the at least one first pattern designated as a winning pattern, and if the pattern formed by the matching numbers contains at least one win enhancement activator, wherein the value of the first bonus equals the win enhancement value associated with the color associated with the column in which the win occurs; and

paying, in addition to the win value, a second bonus to the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, if the pattern formed by the matching numbers matches the at least one second pattern designated as a winning pattern, and if the pattern formed by the matching numbers contains at least one win enhancement activator, wherein the value of the second bonus equals the win enhancement value associated with the graphic associated with the row in which the win occurs.

56-79. (canceled)